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1 [Exploiting perception in high-fidelity virtual environments](#)



Additional presentations from the 24th course are available on the citation page

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez
July 2006
SIGGRAPH '06: ACM SIGGRAPH 2006 Courses

Publisher: ACM

Full text available: [pdf\(5.07 MB\)](#) [mov\(68:6 MIN\)](#)

Additional Information: [full citation](#), [appendices and supplements](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 277, Downloads (12 Months): 1646, Citation Count: 1

The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques ...


Keyw ords: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

2 [Elastic metaphors: expanding the philosophy of interface design](#)

Gerald R. Khoury, Simeon J. Simoff

July 2003 CRPIT '03: Selected papers from conference on Computers and philosophy - Volume 37, Volume 37

Publisher: Australian Computer Society, Inc.

Full text available:  [pdf\(311.35 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 11, Downloads (12 Months): 66, Citation Count: 2

Metaphors are generally accepted as essential to the design of effective human computer interfaces. However, "The generally assumed theoretical benefits of user interface metaphor are supported by surprisingly little empirical evidence." (Blackwell, ...


Keyw ords: HCI, elastic metaphor, human computer interaction, metaphor

3 [A framework for assisted exploration with collaboration](#)

Eric A. Wernert, Andrew J. Hanson

October 1999 VIS '99: Proceedings of the conference on Visualization '99: celebrating ten years 1999

Publisher: IEEE Computer Society Press

Full text available:  [pdf\(272.83 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 27, Citation Count: 8

We approach the problem of exploring a virtual space by exploiting positional and camera-model constraints on navigation to provide extra assistance that focuses the user's explorational wanderings on the task objectives. Our specific design incorporates ...


Keyw ords: VRML, collaboration, exploration, locomotion, navigation, virtual reality, wayfinding

4 [A unified framework for max-min and min-max fairness with applications](#)

Bozidar Radunovi•, Jean-Yves Le Boudec

October 2007 IEEE/ ACM Transactions on Networking (TON), Volume 15 Issue 5

Publisher: IEEE Press

Full text available:  [pdf\(458.51 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 40, Downloads (12 Months): 164, Citation Count: 0

Max-min fairness is widely used in various areas of networking. In every case where it is used, there is a proof of existence and one or several algorithms for computing it; in most, but not all cases, they are based on the notion of bottlenecks. In ...

Keyw ords: best-effort traffic, elastic traffic, mathematical programming/optimization, max-min fairness, system design


5 [An integrated environment for the presentation of consistent SMIL 2.0 documents](#)



P. N. M. Sampaio, C. Lohr, J. P. Courtiat

November DocEng '01: Proceedings of the 2001 ACM Symposium on Document engineering 2001

Publisher: ACM

Full text available:  [pdf\(492.55 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 24, Citation Count: 1

The utilization of Interactive Multimedia Documents (IMDs) has been largely addressed in several fields such as education, medicine, etc. since these documents can be distributed and accessed over the World-Wide-Web. In this context, the W3C standard ...

Keyw ords: LOTOS, RT-LOTOS, SMIL 2.0, formal methods, interactive multimedia documents, temporal consistency


6 [Dynamic space management for user interfaces](#)



Blaine A. Bell, Steven K. Feiner

November UI ST '00: Proceedings of the 13th annual ACM symposium on User interface software and technology 2000

Publisher: ACM

Full text available:  [pdf\(586.22 KB\)](#)

Additional Information: [full citation](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 31, Downloads (12 Months): 99, Citation Count: 21

Keyw ords: display layout, geometric modeling, overlap avoidance, space allocation, spatial data structures, user interface design, window management


7 [A framework for unifying presentation space](#)



M. S. T. Carpendale, Catherine Montagnese

November UI ST '01: Proceedings of the 14th annual ACM symposium on User interface software and technology 2001

Publisher: ACM

Full text available:  [pdf\(1.79 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 22, Downloads (12 Months): 99, Citation Count: 28

Making effective use of the available display space has long been a fundamental issue in user interface design. We live in a time of rapid advances in available CPU power and memory. However, the common sizes of our computational display spaces have ...

Keyw ords: 3D interactions, Distortion viewing, information visualization, interface design issues, interface metaphors, screen layout


8 Context perception in video-based hypermedia spaces



Teresa Chambel, Nuno Guimarães

June 2002 HYPertext '02: Proceedings of the thirteenth ACM conference on Hypertext and hypermedia

Publisher: ACM

Full text available:  pdf(648.49 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#), [review](#)

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 78, Citation Count: 2

Multimedia hypertext has grown from the basic addition of dynamic media only at "leaf" nodes of the hypertext, to higher structured attempts to compose and integrate the different media. One of the core problems in this evolution has been, and still ...

Keyw ords: HTIMEL, cognitive processes, design, education, entertainment, hypervideo, integration in context, interactive video and TV, link awareness

9 A framework for dynamic deformation of uniform elastic two-layer 2D and 3D objects in



OpenGL

Miao Song, Peter Grogono

May 2008 C3S2E '08: Proceedings of the 2008 C³S²E conference

Publisher: ACM

Full text available:  pdf(1.13 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 35, Downloads (12 Months): 35, Citation Count: 0

This paper describes the design and implementation of a C++-based framework for two-layer uniform facet elastic object for real-time simulation based on physics modeling methods. The two-layered elastic object consists of inner and outer elastic mass-spring ...

Keyw ords: OpenGL, deformation, elastic objects, frameworks, physical-based modeling, real time, soft body


10 Experiencing BLISS when becoming a bus passenger



Darren J Reed, Peter Wright

June 2006 DIS '06: Proceedings of the 6th conference on Designing Interactive systems

Publisher: ACM

Full text available:  pdf(500.94 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 12, Downloads (12 Months): 85, Citation Count: 0

This paper understands the design of bus information panels as rooted in a landscape of human experience. It turns the mundane activity of waiting at a bus stop into a deeply problematic space of emotion and volition by understanding the dialogic relationship ...

Keyw ords: conversation analysis, experience framework, experience scenarios, real-time bus information


11 Evaluation of an algorithm for finding a match of a distorted texture pattern in a large image database



N. Vujovic, D. Brzakovic

January 1998 ACM Transactions on Information Systems (TOIS), Volume 16 Issue 1

Publisher: ACM

Full text available:  [pdf\(499.06 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 10, Downloads (12 Months): 81, Citation Count: 0

Evaluation of an algorithm for finding a match for a random texture pattern in a large image database is presented. The algorithm was designed assuming that the random pattern may be subject to misregistration relative to its representation in the database ...

Keyw ords: image database, image matching, misregistration, presentation of information, random pattern


12 Improving formatting documents by coupling formatting systems



Fateh Boulmaiz, Cécile Roisin, Frédéric Bes

November 2003 DocEng '03: Proceedings of the 2003 ACM symposium on Document engineering 2003

Publisher: ACM

Full text available:  [pdf\(449.32 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 12, Citation Count: 1

In this paper, we present a framework for coupling an existing formatting system such as SMIL[7] and Madeus[13] with a formatting control system XEF[10]. This framework allows the coupling process to be performed at two levels: 1) the language level, ...

Keyw ords: language coupling, presentation language, software coupling


13 Functional declarative language design and predicate calculus: a practical approach



Raymond Boute

September 2005 ACM Transactions on Programming Languages and Systems (TOPLAS), Volume 27 Issue 5

Publisher: ACM

Full text available:  [pdf\(430.46 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 23, Downloads (12 Months): 163, Citation Count: 1

In programming language and software engineering, the main mathematical tool is *de facto* some form of predicate logic. Yet, as elsewhere in applied mathematics, it is used mostly far below its potential, due to its traditional formulation as just ...


Keyw ords: Analysis, Leibniz's principle, binary algebra, calculational reasoning, databases, declarative languages, elastic operators, function equality, functional predicate calculus, generic functionals, limits, program semantics, programming languages, quantifiers, recursion, software engineering, summation

14 View management in multimedia databases

K. Selçuk Candan, Eric Lemar, V. S. Subrahmanian

July The VLDB Journal — The International Journal on Very Large Data Bases,
2000 Volume 9 Issue 2

Publisher: Springer-Verlag New York, Inc.

Full text available:  [pdf\(322.82 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 23, Downloads (12 Months): 174, Citation Count: 1

Though there has been extensive work on multimedia databases in the last few years, there is no prevailing notion of a multimedia view, nor there are techniques to create, manage, and maintain such views. Visualizing the results of a dynamic multimedia ...


Keyw ords: Interactivity, Multimedia databases, Prefetching, Result visualization/presentation, View management

15 NCL 2.0: integrating new concepts to XML modular languages



Heron V. O. Silva, Rogério F. Rodrigues, Luiz Fernando G. Soares, Débora C. Muchaluat Saade
October DocEng '04: Proceedings of the 2004 ACM symposium on Document engineering
2004

Publisher: ACM

Full text available:  [pdf\(243.02 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 36, Citation Count: 3

This paper presents the main new features of Nested Context Language (NCL) version 2.0. NCL 2.0 is a modular and declarative hypermedia language, whose modules can be combined to other languages, such as SMIL, to provide new facilities. Among the NCL ...


Keyw ords: NCL, SMIL, XConnector, XTemplate, composition template, framework for parsing and processing XML, hypermedia connector

16 Capacity of multiservice WCDMA networks with variable GoS

Nidhi Hegde, Eitan Altman

March 2006 Wireless Networks, Volume 12 Issue 2

Publisher: Kluwer Academic Publishers

Full text available:  [pdf\(323.59 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 52, Citation Count: 1

Traditional definitions of capacity of CDMA networks are either related to the number of calls they can handle (pole capacity) or to the arrival rate that guarantees that the rejection rate (or outage) is below a given fraction (Erlang capacity). We ...


Keyw ords: HSDPA, Quasi birth-and death-processes, UMTS, WCDMA performance, integration of streaming and elastic traffic

17 Understanding movement for interaction design: frameworks and approaches

Lian Loke, Astrid T. Larssen, Toni Robertson, Jenny Edwards

December 2007 Personal and Ubiquitous Computing, Volume 11 Issue 8

Publisher: Springer-Verlag

Full text available:  [pdf\(273.56 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 0, Citation Count: 0

The results of a study of two computer games, that use human movement as direct input, were analysed using four existing frameworks and approaches, drawn from different disciplines that relate to interaction and movement. This enabled the exploration ...

Keyw ords: Body, Embodied, Framework, Interaction, Movement


18 Object-focused interaction in collaborative virtual environments



Jon Hindmarsh, Mike Fraser, Christian Heath, Steve Benford, Chris Greenhalgh

December 2000 ACM Transactions on Computer-Human Interaction (TOCHI), Volume 7 Issue 4

Publisher: ACM

Full text available:  [pdf\(981.30 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 23, Downloads (12 Months): 195, Citation Count: 24

This paper explores and evaluates the support for object-focused interaction provided by a desktop Collaborative Virtual Environment. An experimental "design" task was conducted, and video recordings of the participants' activities facilitated ...


Keyw ords: CSCW, embodiment, objects, shared spaces, social interaction, user interface design, virtual reality

19 [Checking the temporal integrity of interactive multimedia documents](#)

I. Mirbel, B. Pernici, T. Sellis, S. Tserkezoglou, M. Vazirgiannis

July The VLDB Journal — The International Journal on Very Large Data Bases,
2000 Volume 9 Issue 2

Publisher: Springer-Verlag New York, Inc.

Full text available:  [pdf\(269.63 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 26, Citation Count: 2

When authoring multimedia scenarios, and in particular scenarios with user interaction, where the sequence and time of occurrence of interactions is not predefined, it is difficult to guarantee the consistency of the resulting scenarios. As a consequence, ...


Keyw ords: Constraint networks, Multimedia presentation, Temporal integrity

20 [Utility maximization for resolving throughput/reliability trade-offs in an unreliable network with multipath routing](#)

Vladimir Marbukh

October ValueTools '07: Proceedings of the 2nd international conference on Performance
2007 evaluation methodologies and tools

Publisher: ICST (Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering)

Full text available:  [pdf\(136.08 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 9, Downloads (12 Months): 23, Citation Count: 0

This paper proposes a framework for balancing competing user (i.e., application) level requirements by resolving the corresponding trade-offs in a distributed system with limited resources. Assuming that each user's preferences are characterized by user-level ...

Keyw ords: distributed system, elastic user, intelligent plane, multipath routing, pricing, reliability trade-offs, resource allocation, throughput

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